

VZ200

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8040 PRINT"HOW HARD DO YOU WANT TO HIT"
8050 INPUT"(0T025)";U
8060 IFU<0THENU=0
8065 IFU>25THENU=25
8070 AU=70
8075 CLS
8200 GOTO677
9000 SOUND4,2:SC=SC+1:GOTO745
10000 W=0
10005 SC=SC+1
10010 H=H+2*W:K=K+2*W
10020 GOTO6000
11000 R1=1
11005 RH=111+RND(15)
11010 PRINT
11011 PRINT"YOU ARE IN THE ROUGH"
11012 IFRH>123THENB$="TALL TREES":GOTO11018
11014 IFRH>118THENB$="MEDIUM TREES":GOTO11018
11016 IFRH>112THENB$="LOW SCRUB":GOTO11018
11018 PRINT"YOUR NEXT SHOT MUST CLEAR SO ME"
11019 PRINTB$
11020 PRINT
11030 GOTO525
12000 IFHT<RHTHENRA=RND(6):GOTO12100
12010 RA=RA/2
12100 R1=0:GOTO682
13000 IFHT<BHTHENRA=0:GOTO13100
13010 RA=RA/2
13100 B1=0:GOTO682
15000 SOUND20,1:SOUND15,1
15002 IFPL=0THENT1=T1+SC:TT=T1:P1=P1+SC-PA:Q=P1
15003 IFPL=1THENT2=T2+SC:TT=T2:P2=P2+SC-PA:Q=P2
15005 A$="" FOR THIS HOLE"
15008 CLS
15010 PRINT039,"CONGRATULATIONS"
15015 PRINT073,"PLAYER"LP+1
15020 PRINT
15030 PRINT"YOU ARE IN THE HOLE"
15040 PRINT"FOR "SC" SHOTS"
15060 IFSC=PA-2THENPRINT"AGLB";A$
15062 IFSC=PA-1THENPRINT"GRDIE";A$
15064 IFSC=PA-0THENPRINT"PAR";A$
15066 IFSC=PA+1THENPRINT"BOGEY";A$
15068 IFSC=PA+2THENPRINT"DOUBLE BOGEY";A$
15069 IFSC=1THENPRINT"HOLE IN ONE!!":GOTO15072
15070 PRINT
15072 PRINT"YOUR TOTAL SO FAR IS"TT
15074 IFQ=0THENPRINT"YOU ARE ON PAR FOR THE COURSE"
15076 IFQ>0THENPRINT"YOU ARE "Q" OVER PAR FOR THE COURSE"
15078 IFQ<0THENQ=ABS(Q):PRINT"YOUR TOTAL IS"Q"UNDER PAR"
15080 PRINT:PRINT
16008 PRINT"PRESS THE SPACE"
16010 K$=INKEY$
16020 I$=INKEY$:KD=RND(DD)
16030 DD=DD+1:IFDD>100THENDD=1
16040 IFI$=""THEN16020
16050 IFI$<>" "THEN16020
16060 CLS
16100 IFPL=1THENHO=HO+1:GOTO350
16200 IFPL=2ANDLP=1THENLP=0:HO=HO+1:GOTO350
16210 IFPL=2ANDLP=0THENLP=1:GOTO510
20000 COLOR4
20001 MODE(1):GF=0
20002 IFPA=4ORPA=5THEN20112
20005 FORI=0T0127STEP2
20010 SET(I,8):SET(RND(126),RND(7))
20020 NEXT
20030 FORI=0T040STEP2
20040 SET(I,31):SET(RND(40),31+RND(31))
20050 NEXT
20060 FORI=86T0127STEP2
20070 SET(I,31):SET(RND(40)+86,31+RND(31))
20080 NEXT
20090 FORI=31T063STEP2
20100 SET(40,I):SET(86,I)
20110 NEXT
20111 GOTO20200
20112 IFP2=2THEN20140
20115 FORI=0T0127STEP2
20119 SET(I,8):SET(RND(126),RND(7))
20120 NEXT
20122 FORI=16T0127STEP2
20124 SET(I,31):SET(RND(110)+16,31+RND(31))
20126 NEXT
20128 FORI=31T063STEP2
20130 SET(16,I)
20132 NEXT
20134 GOTO20200
20140 FORI=0T0127STEP2
20142 SET(I,8):SET(RND(126),RND(7))
20144 NEXT
20150 FORI=0T0111STEP2
20152 SET(I,31):SET(RND(110),RND(31)+31)
20154 NEXT
20156 FORI=31T063STEP2
20158 SET(111,I)
20160 NEXT
20162 GOTO20200
20200 FORI=A-GTOA+G
20210 FORJ=BB-GTOBB+G
20220 SET(I,J)
20225 NEXT:NEXT
20226 COLOR2
20228 FORI=BB-11TOBB:RESET(A,I):NEXT
20232 FORI=BB-11TOBB:SET(A,I):NEXT
20233 FORJ=BB-11TOBB-B
20234 FORI=ATOA+4
20235 SET(I,J):NEXT:NEXT
20236 IFZB=1THEN20265
20238 COLOR2
20240 FORI=C-BT0C+BSTEP2
20250 FORJ=D-BT0D+BSTEP2
20260 SET(I,J)
20264 NEXT:NEXT
20265 IFZJ=1THEN20273
20266 COLOR2
20267 FORI=J1-J3TOJ1+J3STEP2
20268 FORJ=J2-J3TOJ2+J3STEP2
20269 SET(I,J)
20270 NEXT:NEXT
20273 IFZW=1THEN20349
20275 COLOR3
20280 FORI=E-WT0E+WSTEP2
20290 FORJ=F-WT0F+WSTEP2
20300 SET(I,J)
20310 NEXT:NEXT
20349 COLOR4
20350 FORI=SK-2TOSX+2
20360 SET(I,60)
20365 NEXT
20370 FORI=60T063
20380 SET(SX,I)
20385 NEXT
20390 RETURN
20980 K$=INKEY$
20982 I$=INKEY$:IFI$=""THEN20982
20984 IFI$<>" "THEN20982
20990 RETURN
60000 CLS
60010 PRINT"YOU WERE IN THE WATER AND HAVE"
60020 PRINT"BEEN REPOSITIONED FURTHER BACK"
60030 PRINT"WITH A PENALTY OF 1"
60040 FORI=1T0300:NEXT
60050 GOTO715
60060 MODE(1)
60070 GS=INT(47/(2*G))
60080 HH=2*(H-A)*GS+63
60090 KK=(K-BB)*GS+31
60093 COLOR4
60095 FORI=12T0106STEP2
60100 SET(I,8):SET(I,55)
60110 NEXT
60120 FORI=8T055STEP2
60130 SET(12,I):SET(106,I)
60140 NEXT
60145 COLOR2
60150 FORI=12T031
60160 SET(63,I)
60165 NEXT
60170 FORI=63T075
60180 FORJ=12T018
60190 SET(I,J)
60200 NEXT:NEXT
60210 FORI=63-GST063+GS
60220 FORJ=31-GS/2T031+GS/2
60230 SET(I,J)
60240 NEXT:NEXT
60243 COLOR4
60245 K$=INKEY$
60246 I$=INKEY$
60250 SET(HH,KK):SET(HH+1,KK)
60270 IFI$=""THEN60246
60280 IFI$<>" "THEN60246
60285 IFDI<=5THEN15000
60290 GOTO8004
60300 PRINT0176,"90"
60310 PRINT0208,"."
60312 PRINT0240,"."
60314 PRINT0272,"."
60320 PRINT0297,"180...BALL...0"
60330 PRINT0336,"."
60332 PRINT0368,"."
60334 PRINT0400,"."
60340 PRINT0432,"270"
60360 RETURN

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FULL GAME AT 20 ON TAPE

KNIGHTS CROSS

The program is purely graphics and works as follows:
Line 16 sets random colour.

Lines 30-60 creates what I call an inverted German Cross in multi colours.

Lines 90-200 draw a circle in the cross.

Lines 345-370 draw a square. Line 370 pauses to display the image.

The end result looks like the 'Knights Cross with oak leaves' just like the Germans issued their war heroes.

It shows how we can use the capabilities of the VZ200 to draw very intricate designs by allowing the composition and placement of the A Z Y in the lines 40-43 and 100-170, i.e. A+60 change to A-60 or A+60, 30+Y change to 30-Y, A-60 all sorts of wonderful patterns can be created.

G. Lucas
Boroko PNG

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1 REM"KNIGHTS CROSS"
2 REM"LOUIE LUCAS BOROKO NEW GUINEA"
3 REM"OC TOBER 1983"
10 CLS
14 MODE(1)
15 FORK=1T024
16 C=RND(3)+1:COLORC
20 FORA=RTOR
30 Y=SDR(A+R*R):Y=INT(Y-.5)
40 SET(A+60,30+Y)
41 SET(A+60,34-Y)
42 SET(Y+65,32-A)
43 SET(55-Y,32+A)
60 NEXT:NEXT
70 FORK=1T012
80 FORA=RTOR
90 Y=SDR(R+R-A):Y=INT(Y-.5)
95 C=RND(3)+1:COLORC
96 SET(A+60,30+Y):SET(A+60,30-Y)
100 SET(A+12,30+Y)
110 SET(A+12,30-Y)
120 SET(A+114,30+Y)
130 SET(A+114,30-Y)
140 SET(A+60,13-Y)
170 SET(A+60,50+Y)
200 NEXT:NEXT
300 C=RND(3)+1:COLORC
345 FORX=0T0127:FORY=0T011
350 FORX=0T0127:FORY=62T063
360 FORX=0T011:FORY=0T063
370 FORX=12T0112:FORY=0T063
400 FORI=1T02000:NEXT
1000 GOTO14

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AT 00 ON TAPE

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